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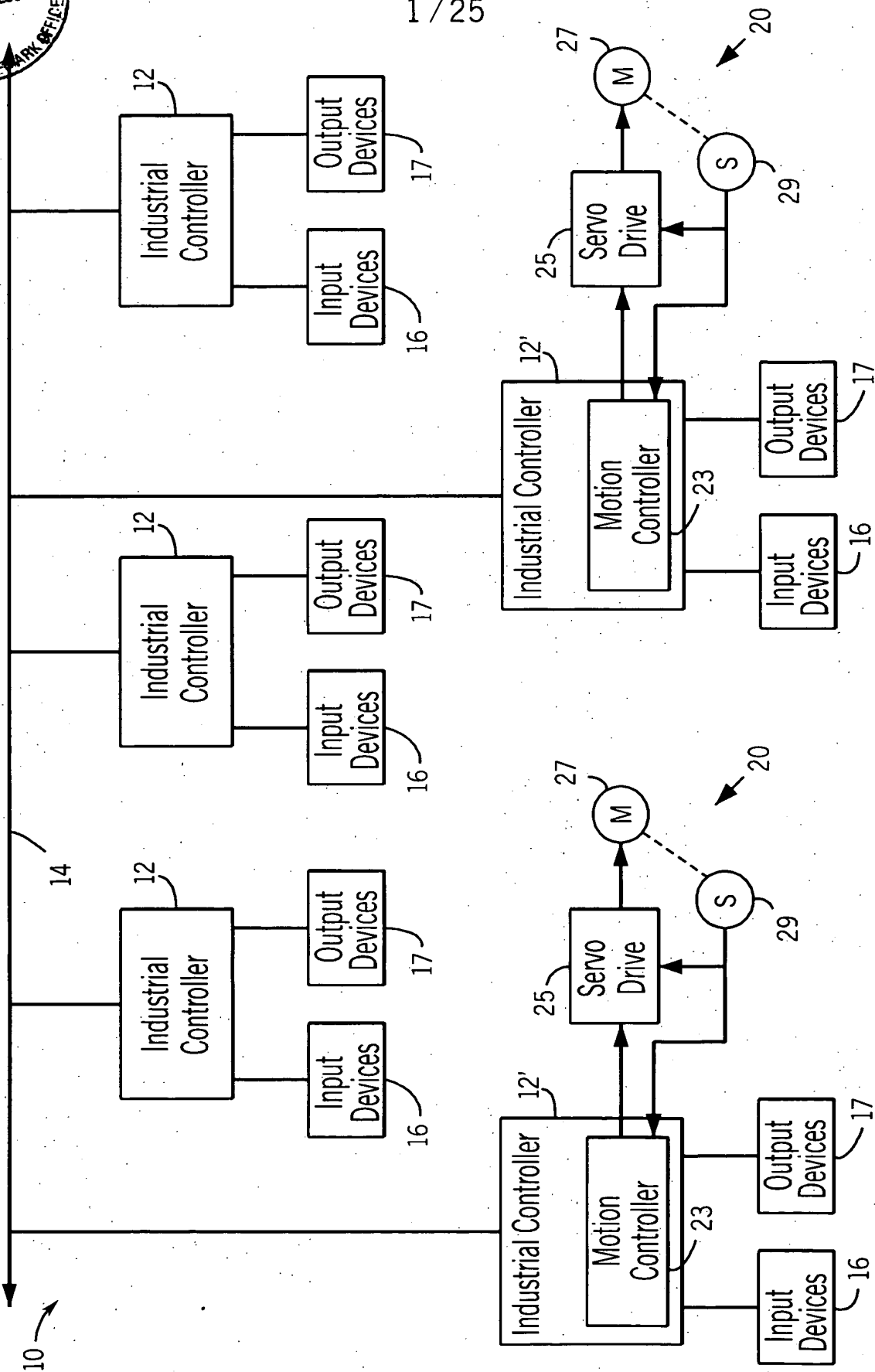


FIG. 1A

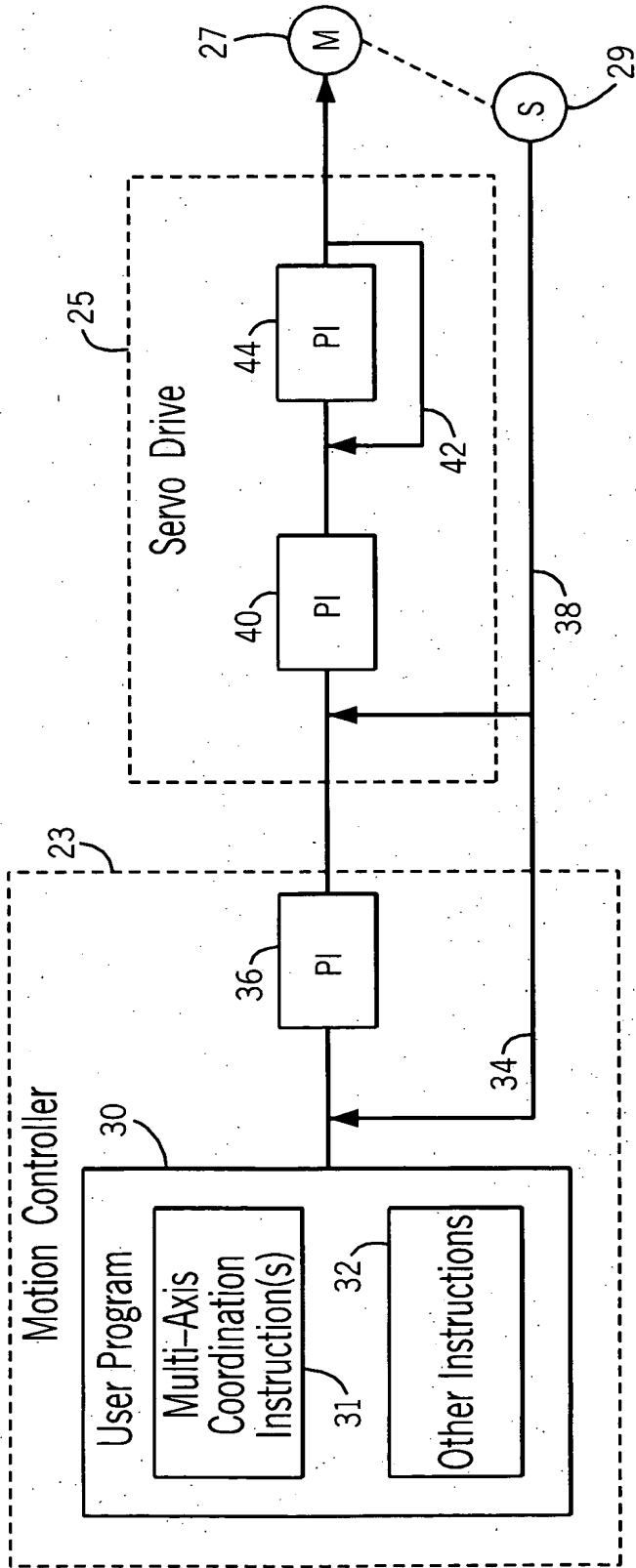


FIG. 1B

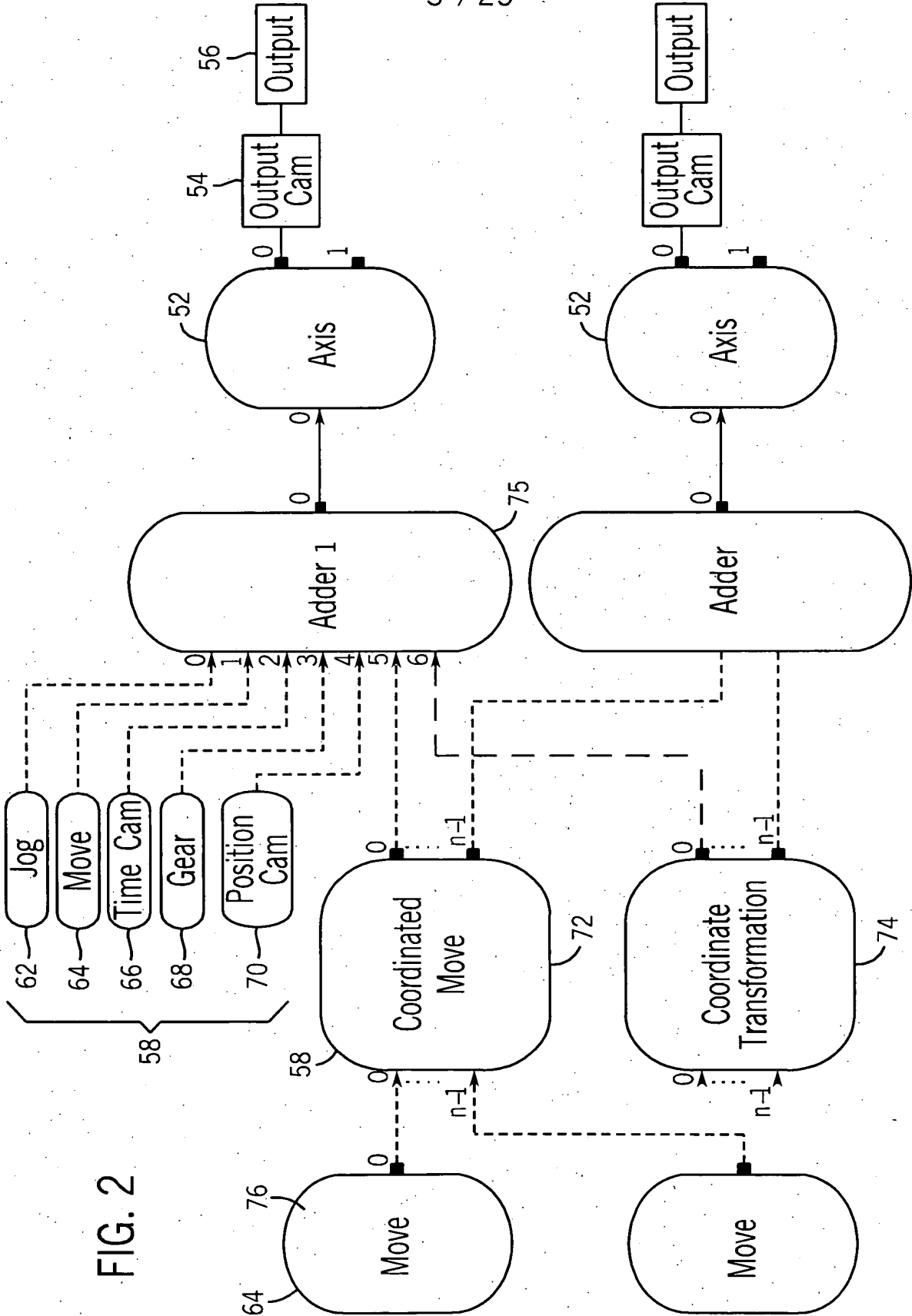


FIG. 2

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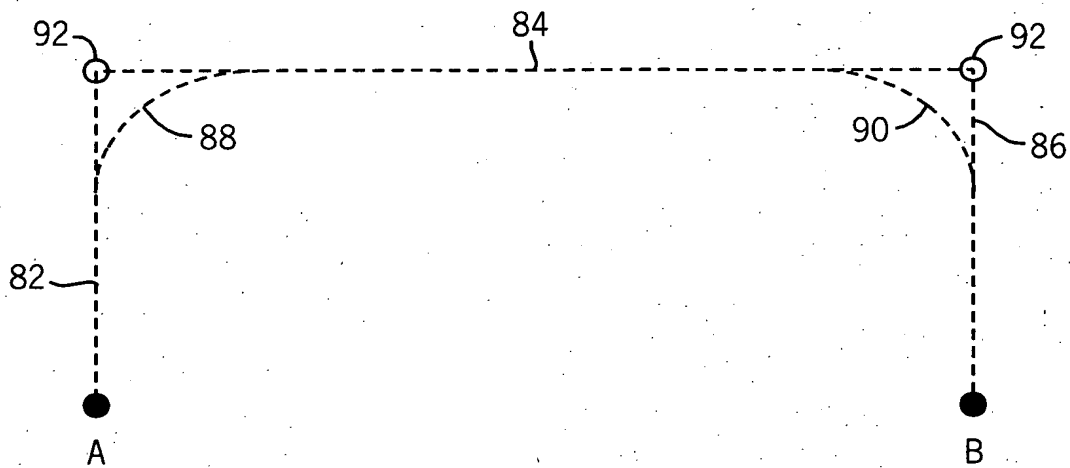


FIG. 3

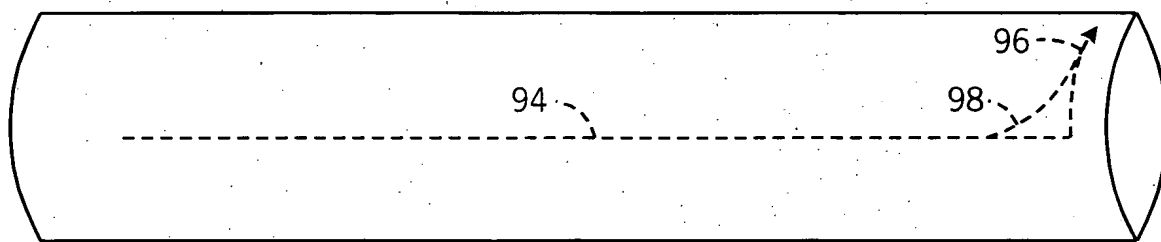


FIG. 4

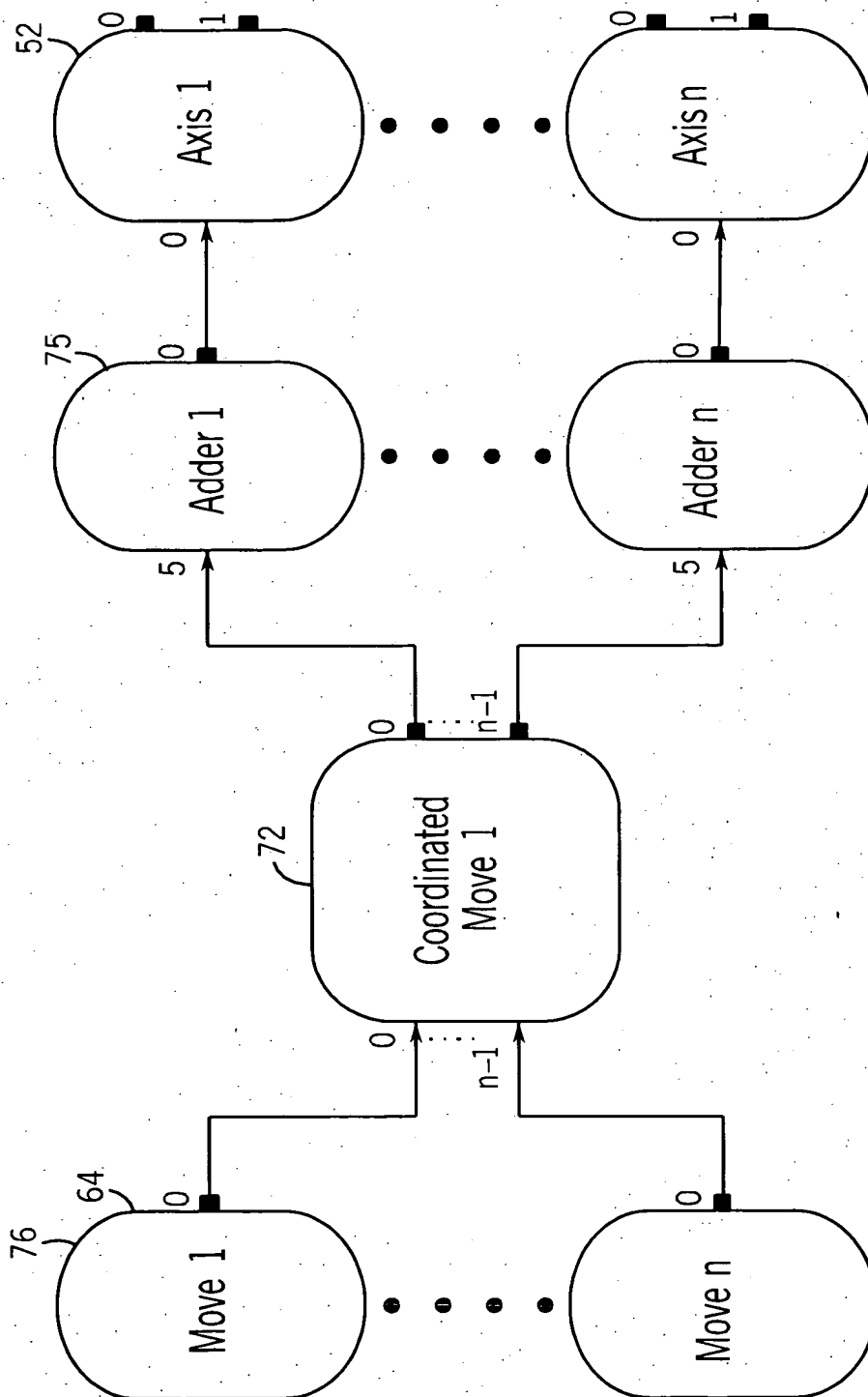


FIG. 5

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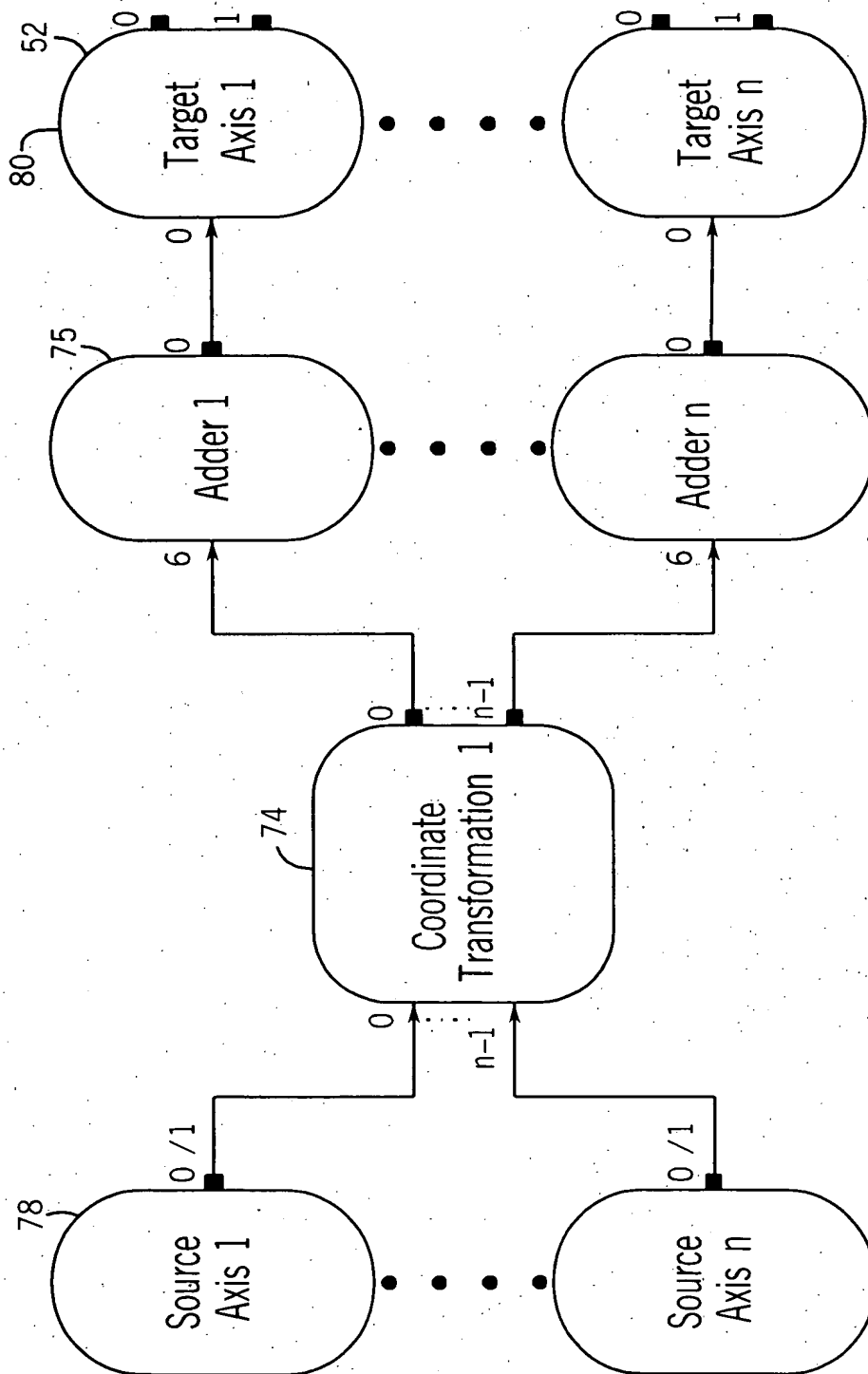


FIG. 6

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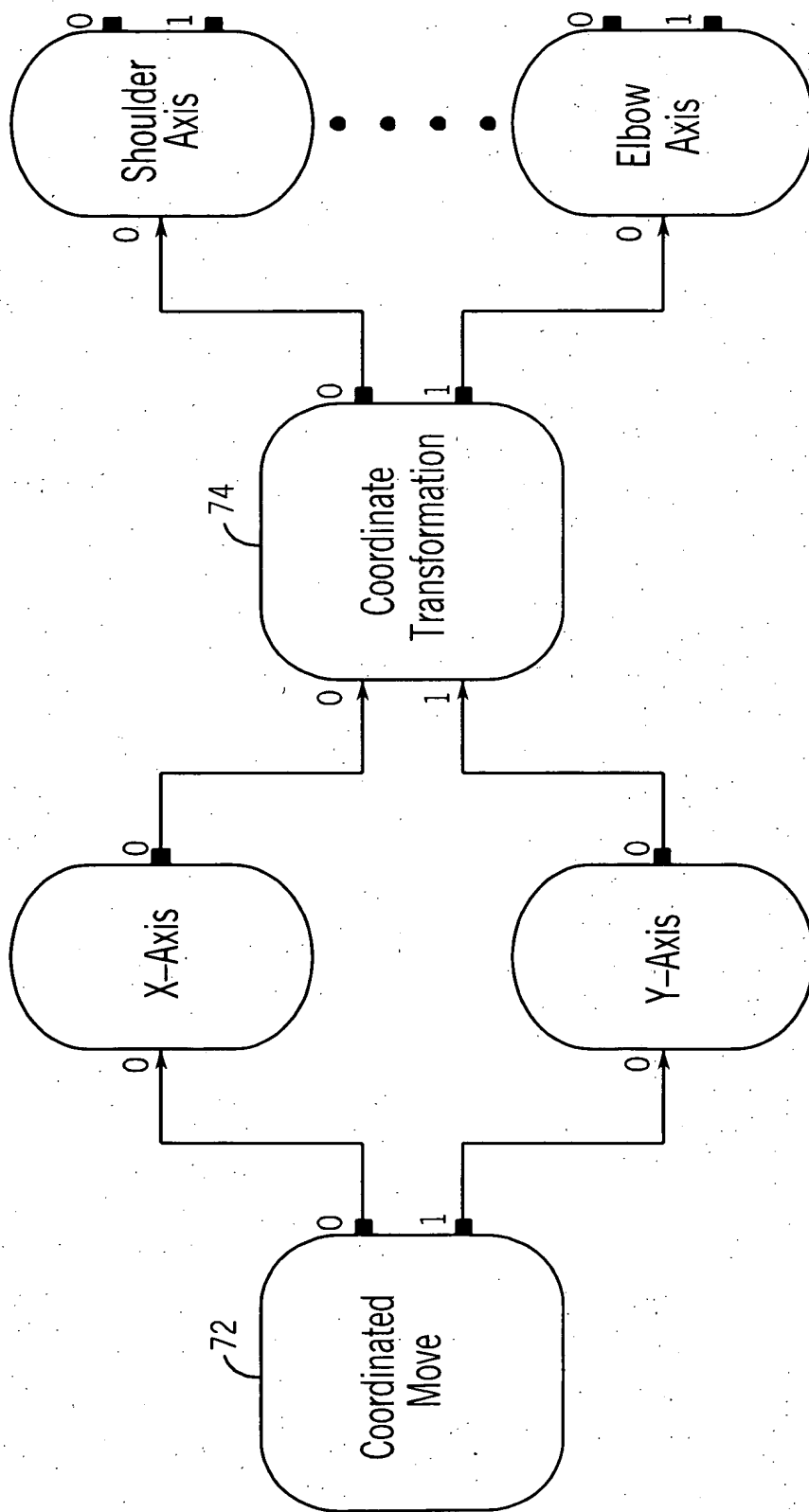


FIG. 7

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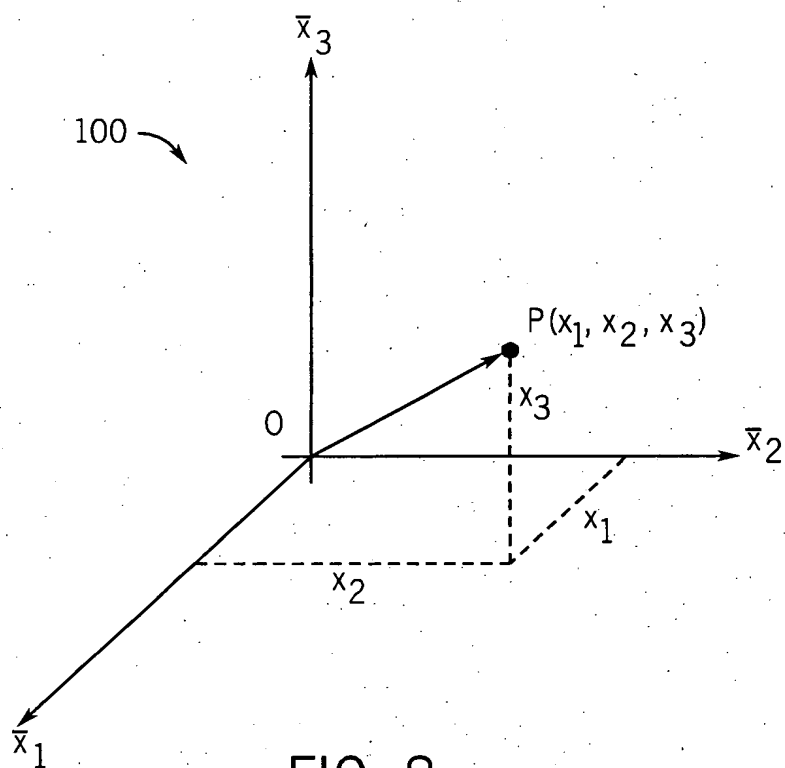


FIG. 8

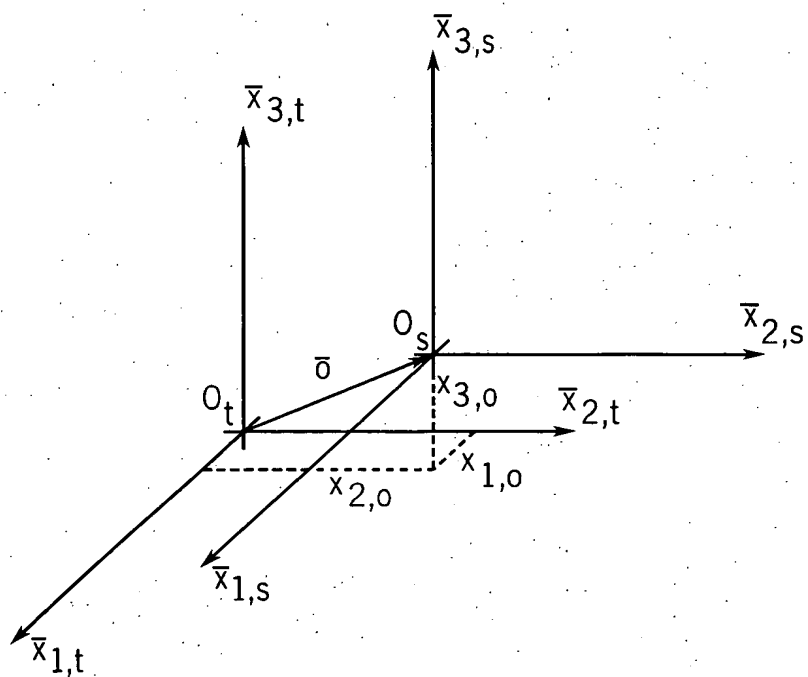


FIG. 9

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FIG. 10

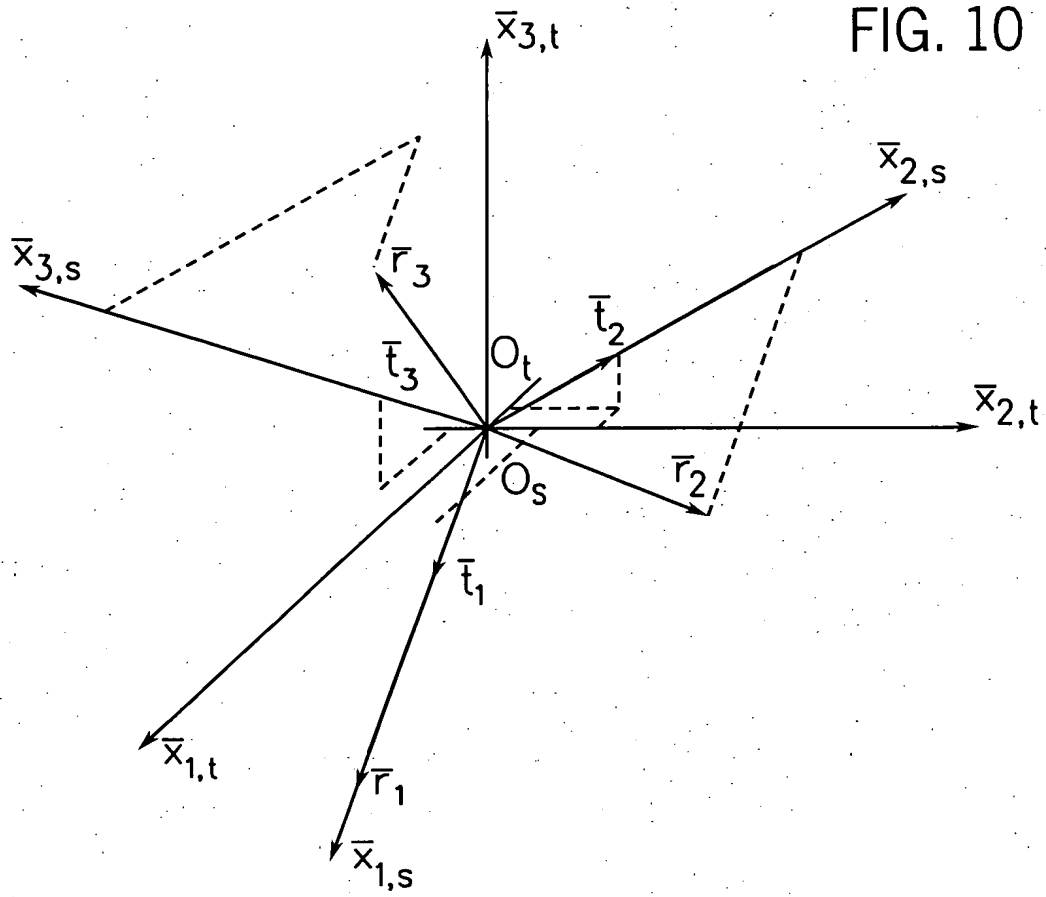
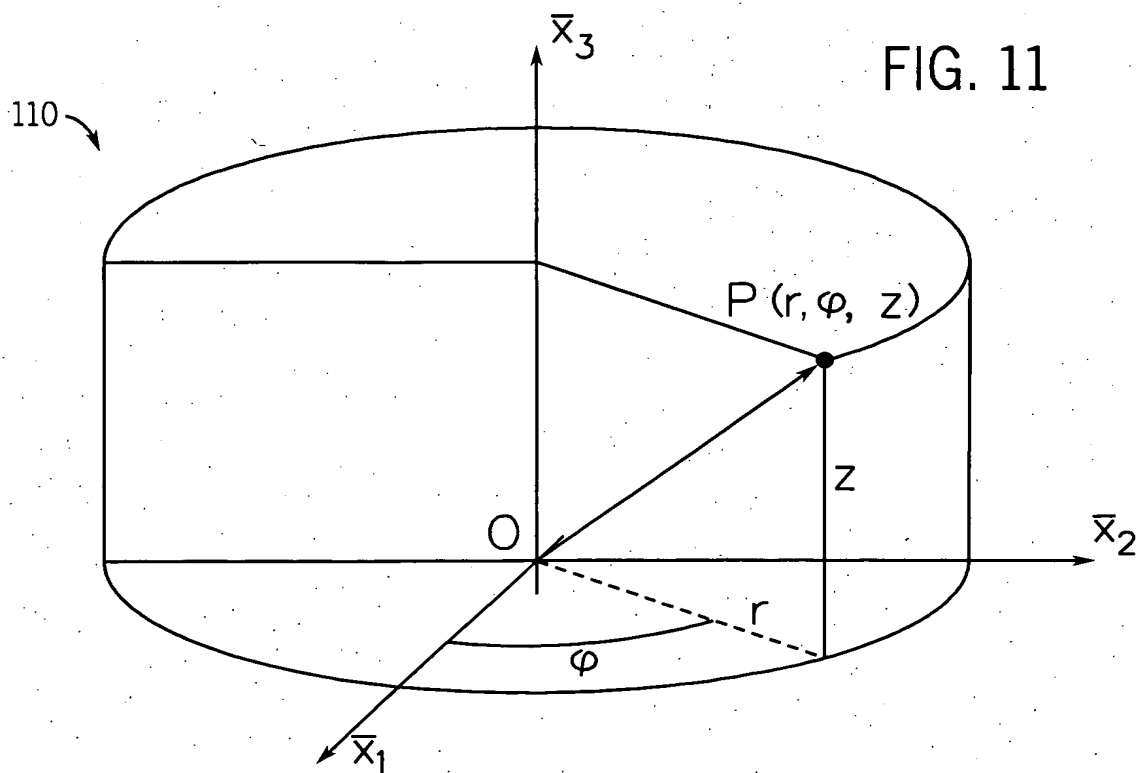
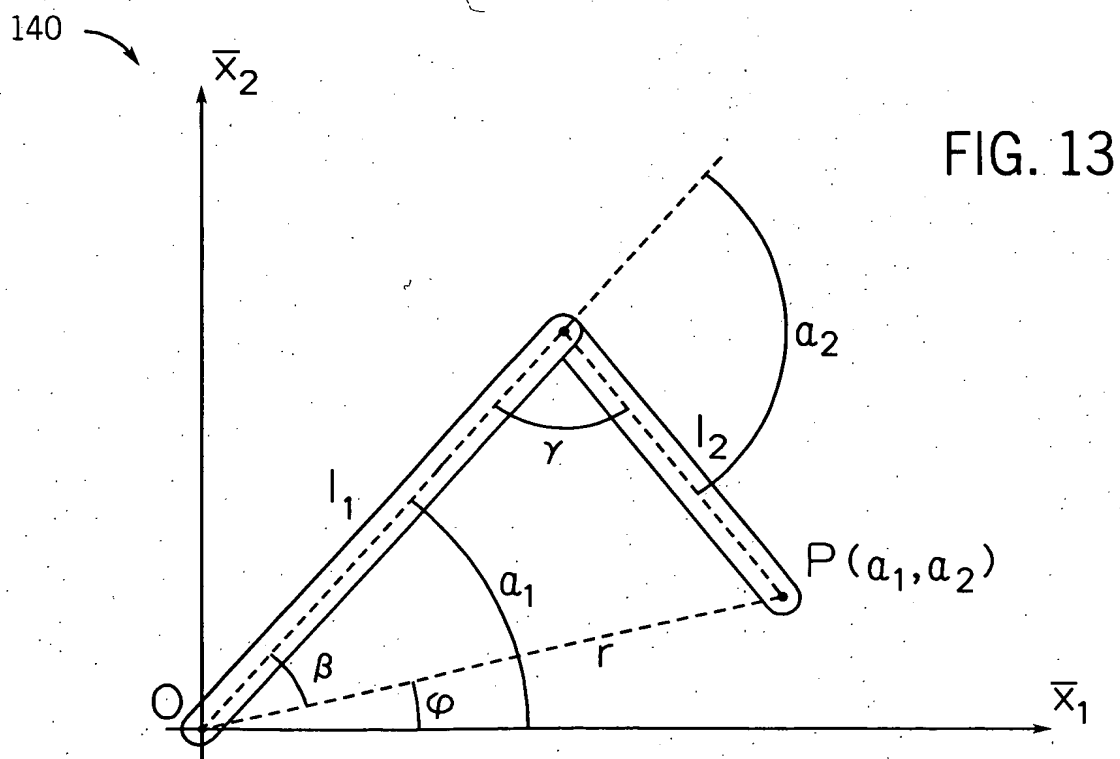
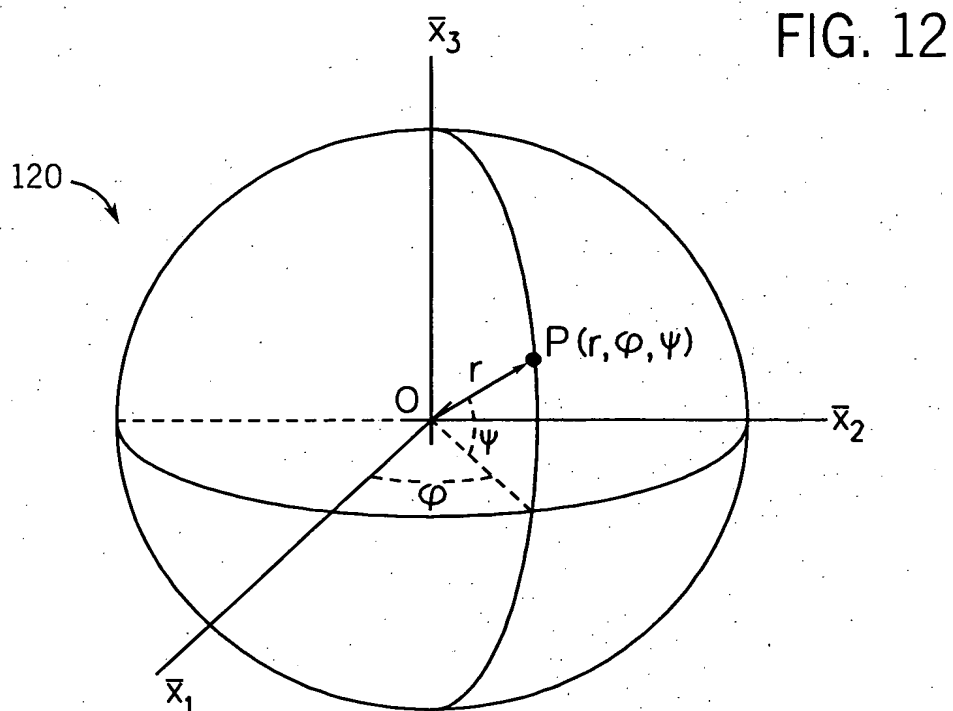
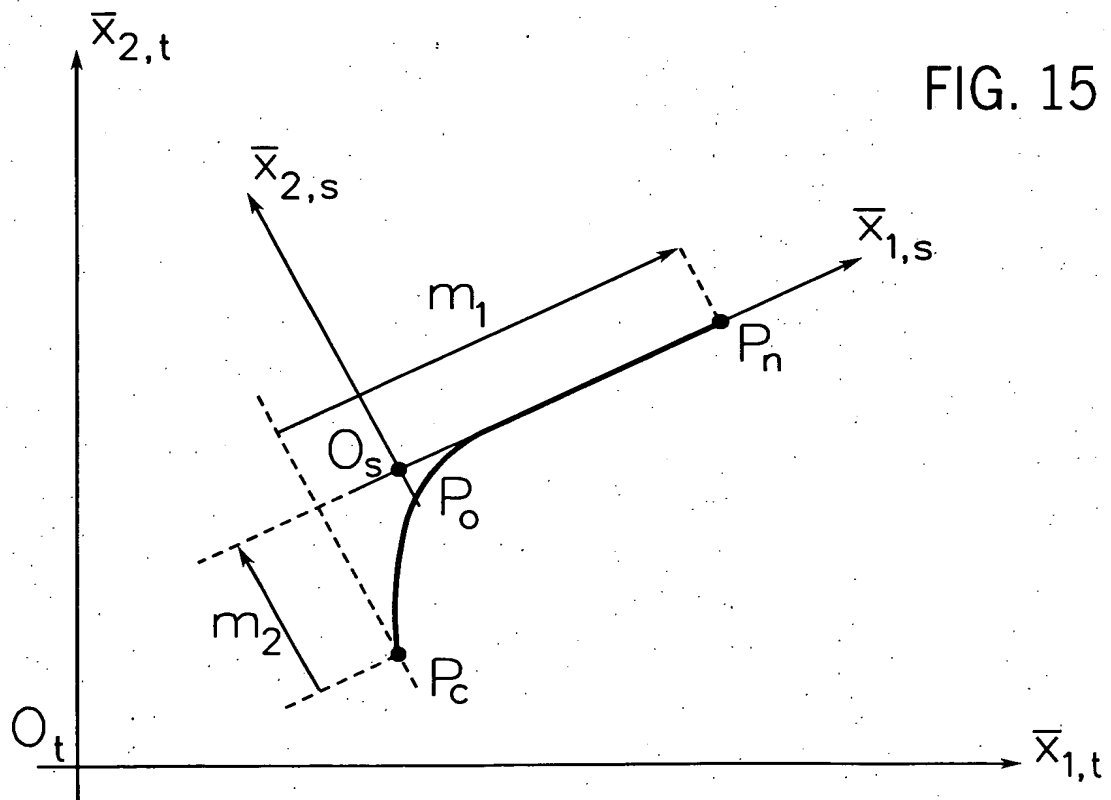
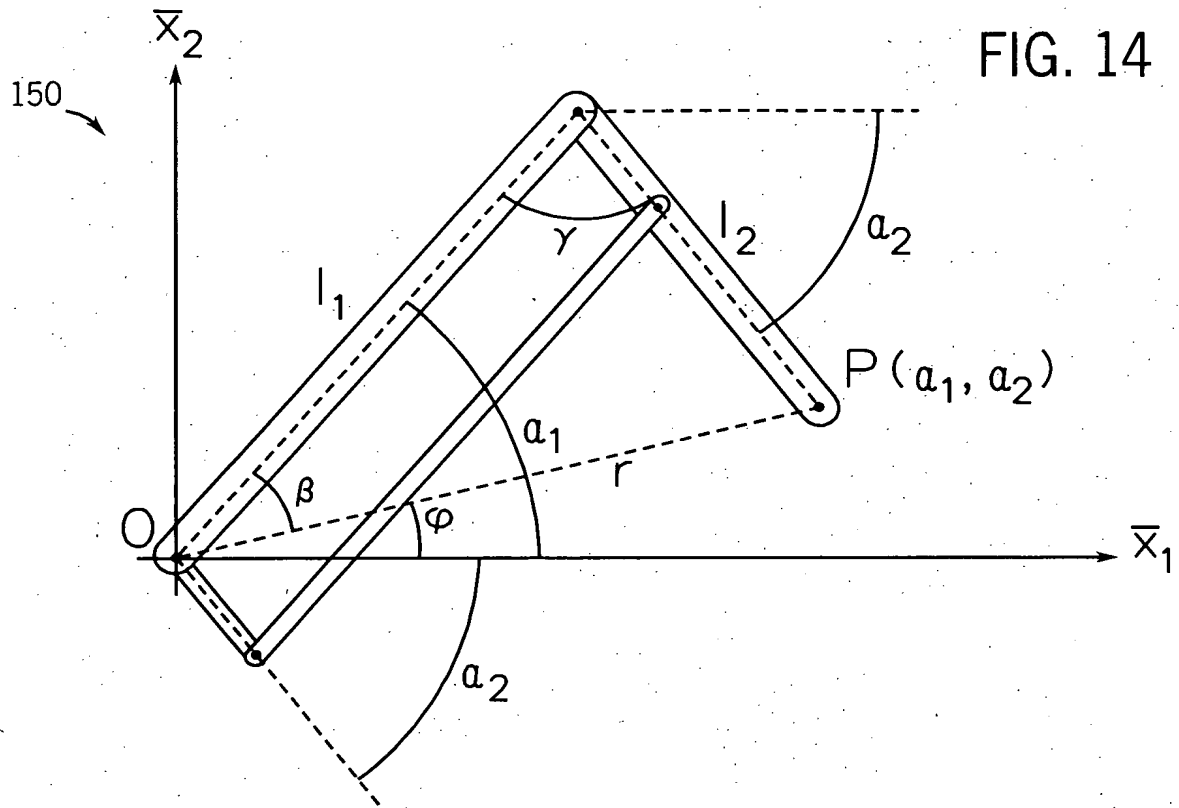
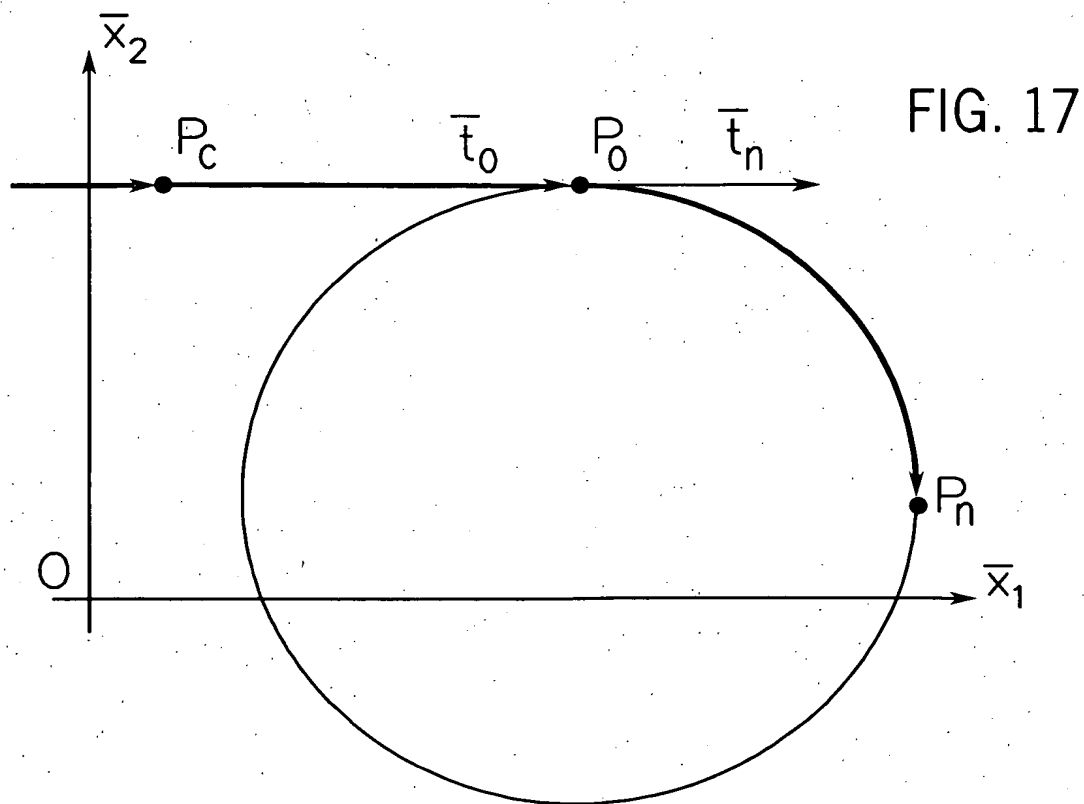
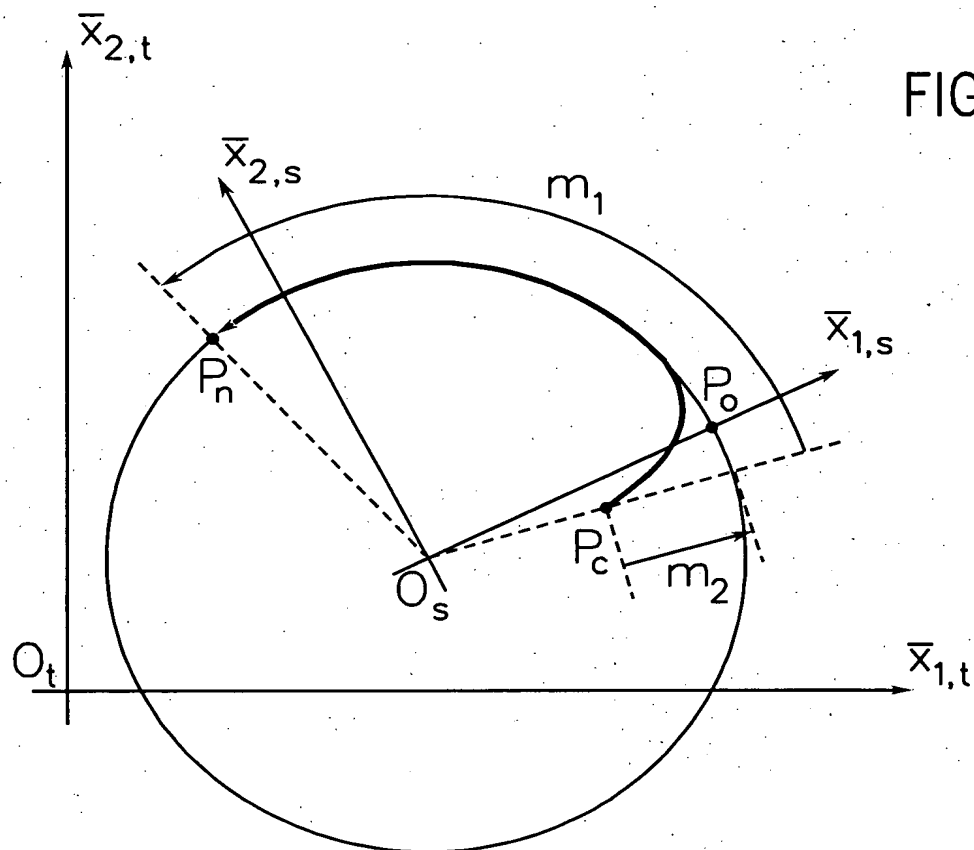


FIG. 11









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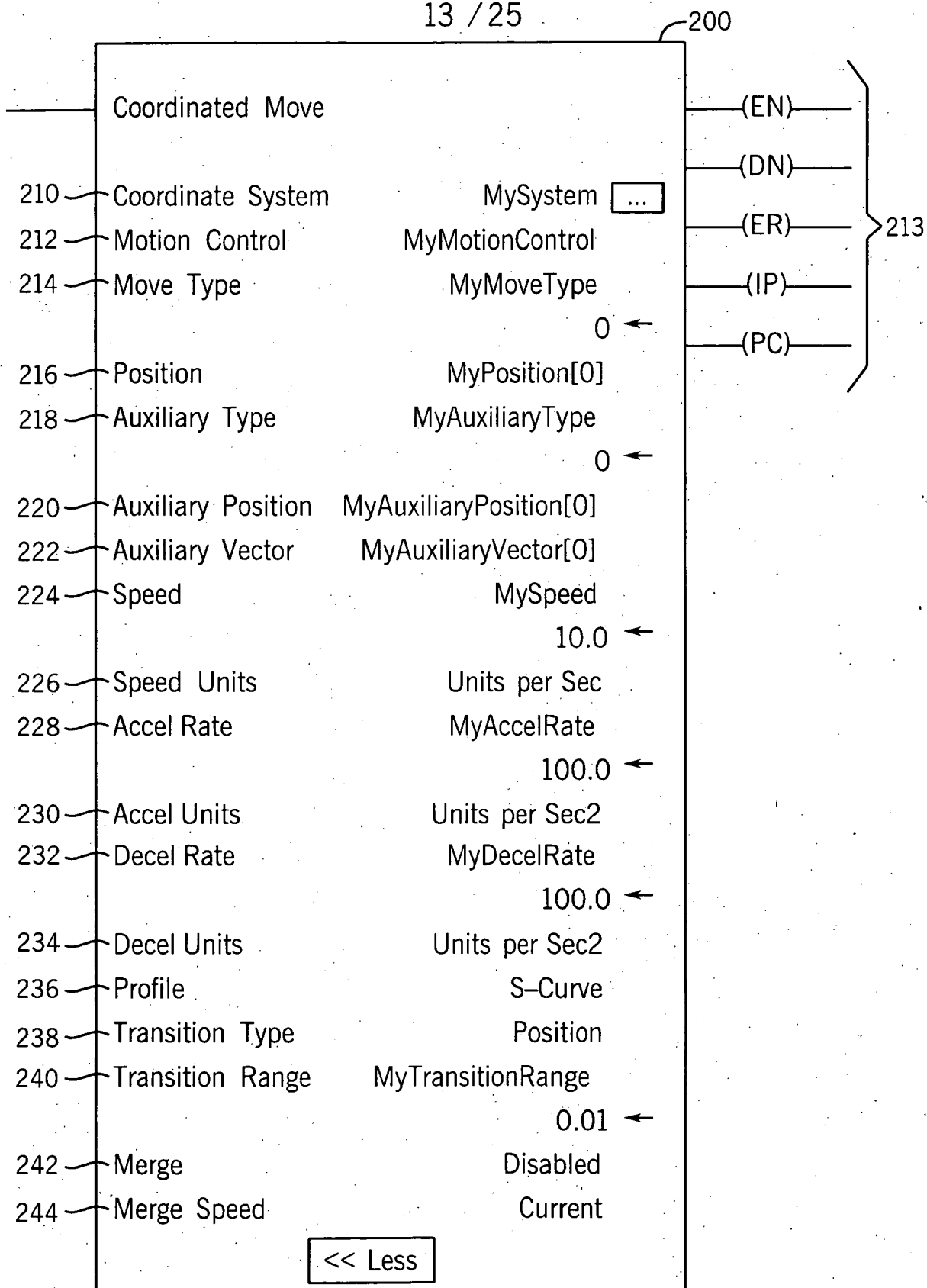


FIG. 18

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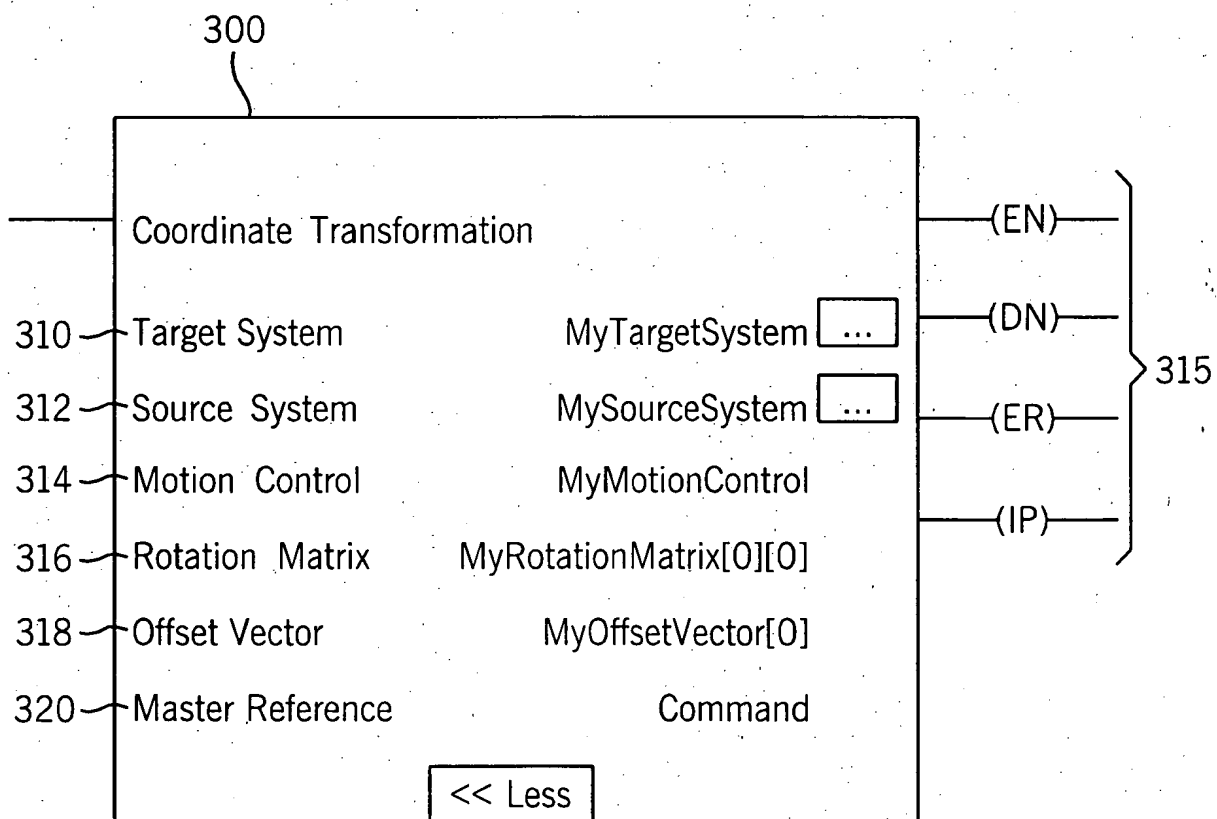


FIG. 19

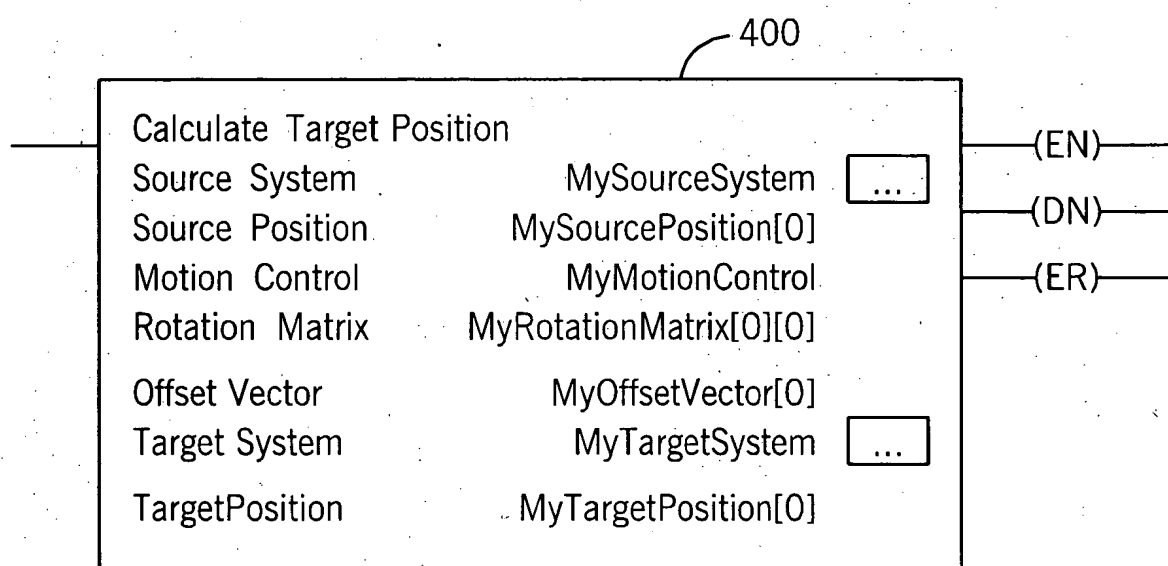


FIG. 20

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500

Change Coordinated Dynamics		(EN)
Coordinate System	MySystem <input type="text" value="..."/>	(DN)
Motion Control	MyMotionControl	(ER)
Motion Type	Coordinated Move	
Change Speed	Yes	
Speed	MySpeed	
	10.0 ←	
Speed Units	Units per Sec	
Change Accel	Yes	
Accel Rate	MyAccelRate	
	100.0 ←	
Accel Units	Units per Sec2	
Change Decel	Yes	
Decel Rate	MyDecelRate	
	100.0 ←	
Decel Units	Units per Sec2	

<< Less

FIG. 21

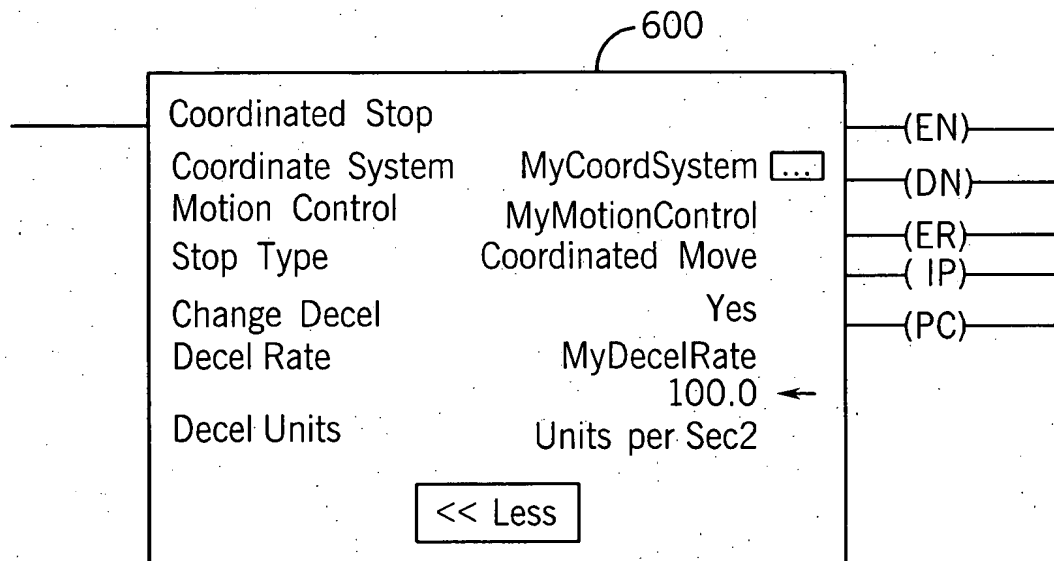


FIG. 22

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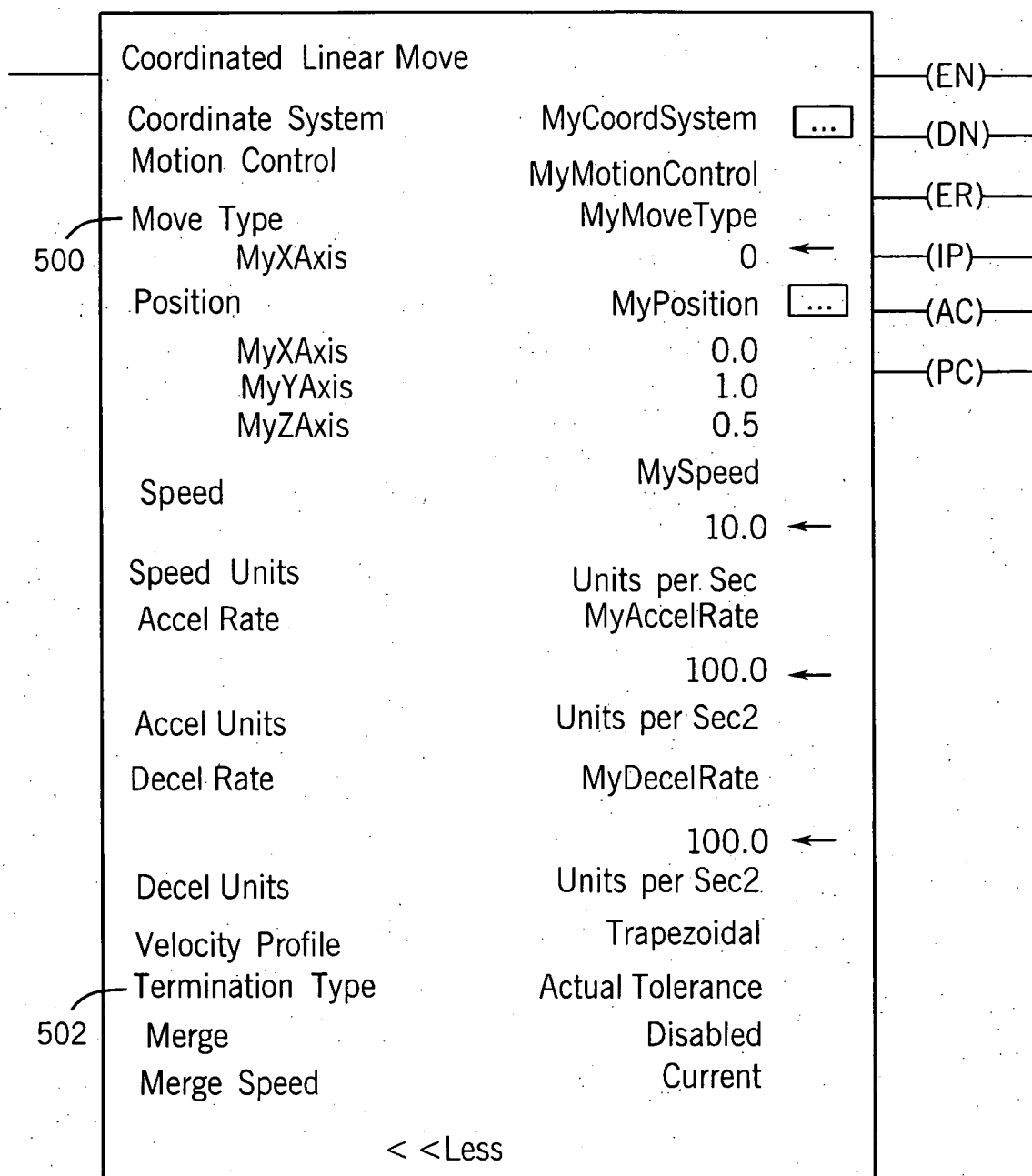


FIG. 23

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	Coordinated Circular Move		(EN)
	Coordinate System	MyCoordSystem	(DN)
	Motion Control	MyMotionControl	(ER)
504	Move Type	MyMoveType	(IP)
		0	(AC)
	Position	MyPosition	(PC)
	MyXAxis	0.0	
	MyYAxis	1.0	
	MyZAxis	0.5	
505	Circle Type	MyCircleType	
		0	
506	Via/Center/Radius	MyViaPosition	
507	Direction	MyDirection	
		0	
	Speed	MySpeed	
		10.0	
	Speed Units	Units per Sec	
	Accel Rate	MyAccelRate	
		100.0	
	Accel Units	Units per Sec2	
	Decel Rate	MyDecelRate	
		100.0	
	Decel Units	Units per Sec2	
	Velocity Profile	Trapezoidal	
	Termination Type	Actual Tolerance	
508	Merge	Disabled	
	Merge Speed	Current	
	< < Less		

FIG. 24

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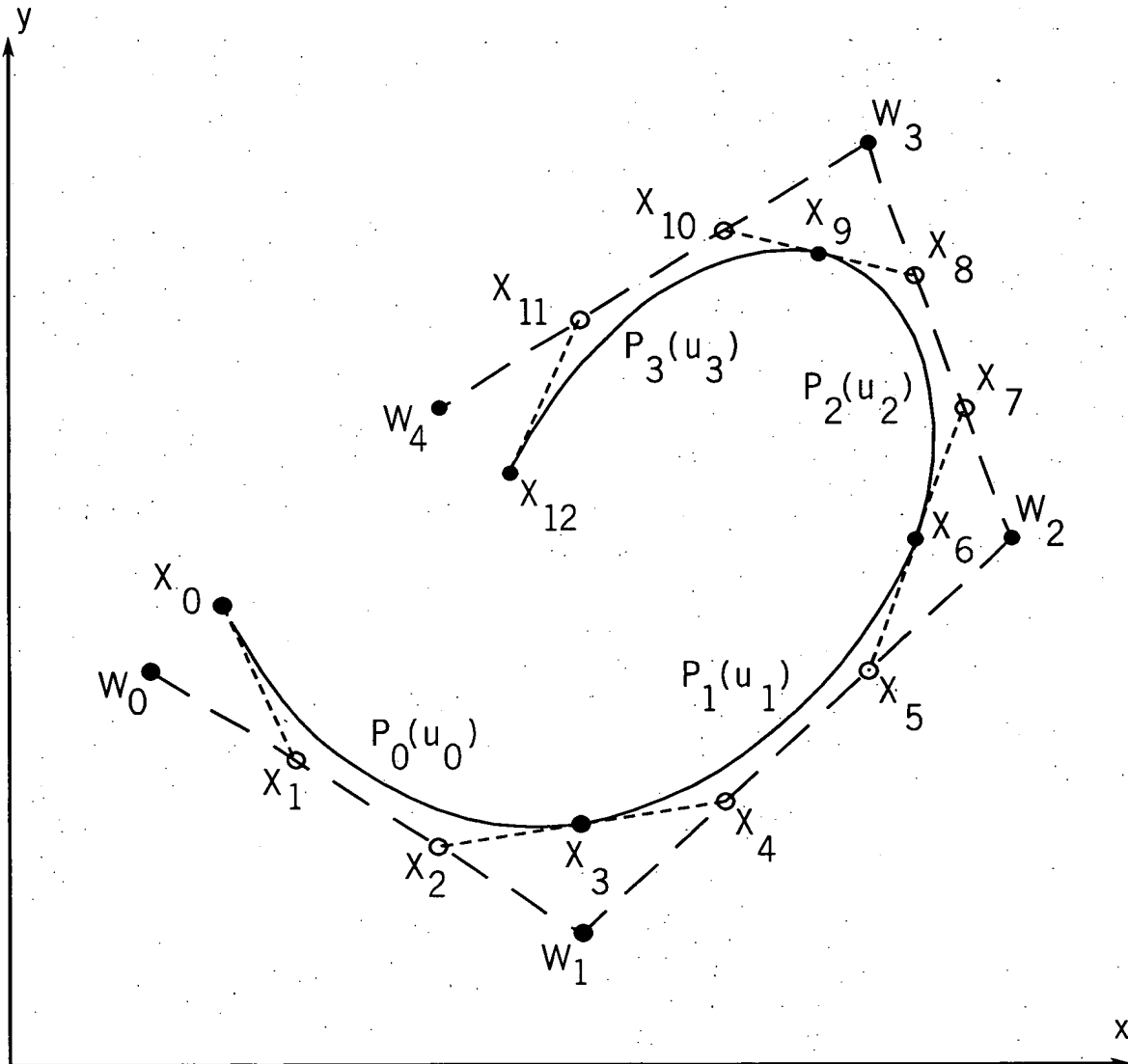


FIG. 25

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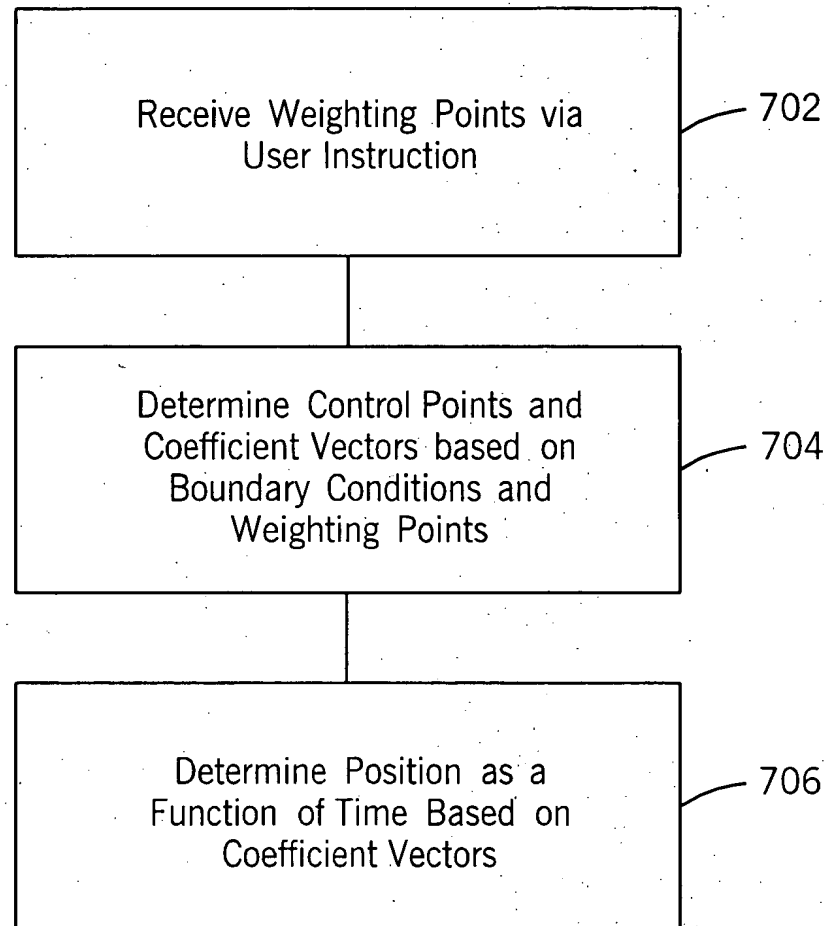


FIG. 26

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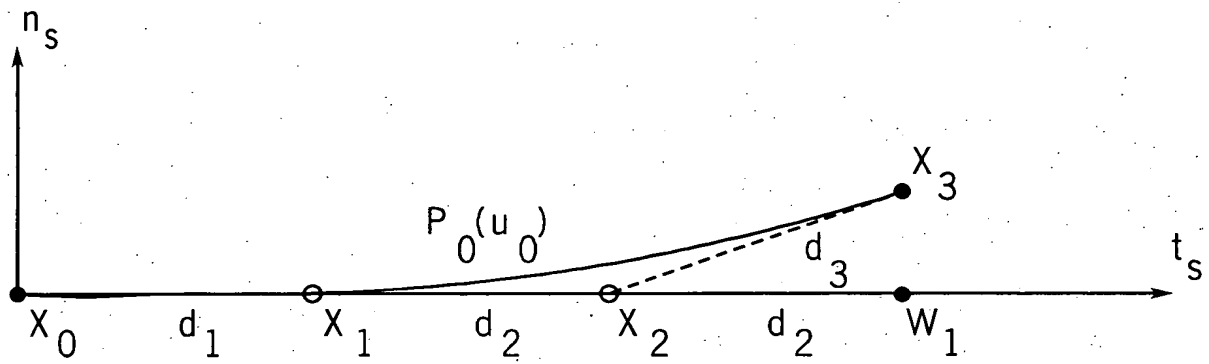


FIG. 27

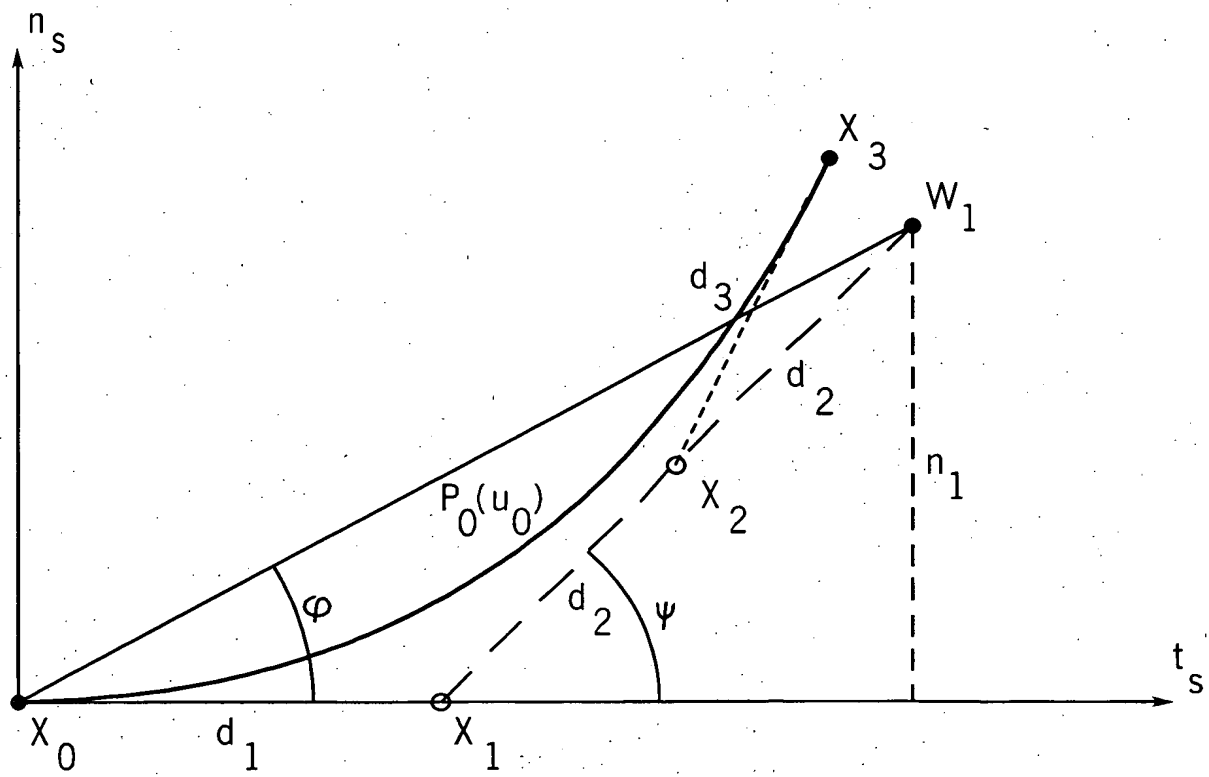


FIG. 28

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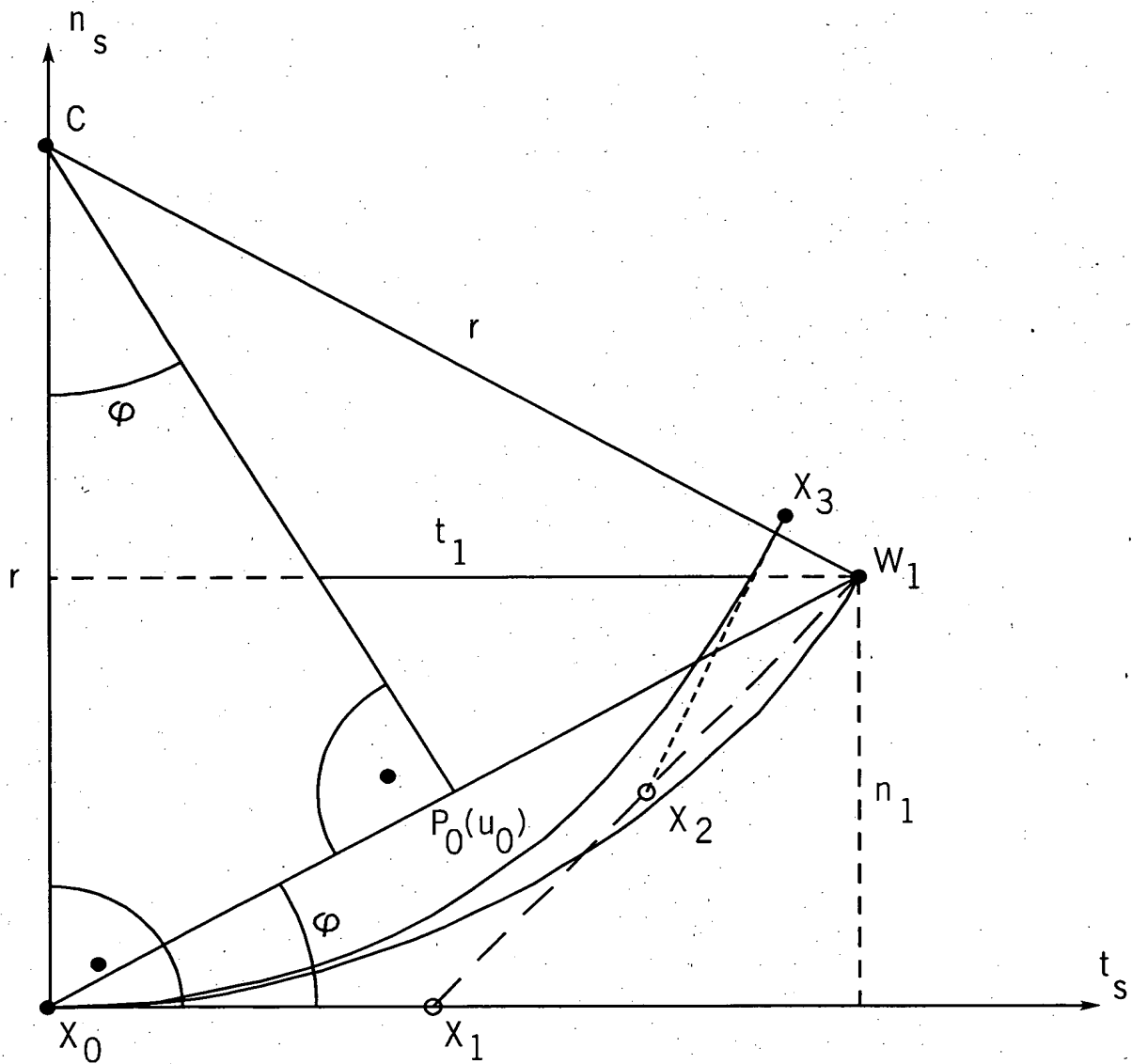


FIG. 29

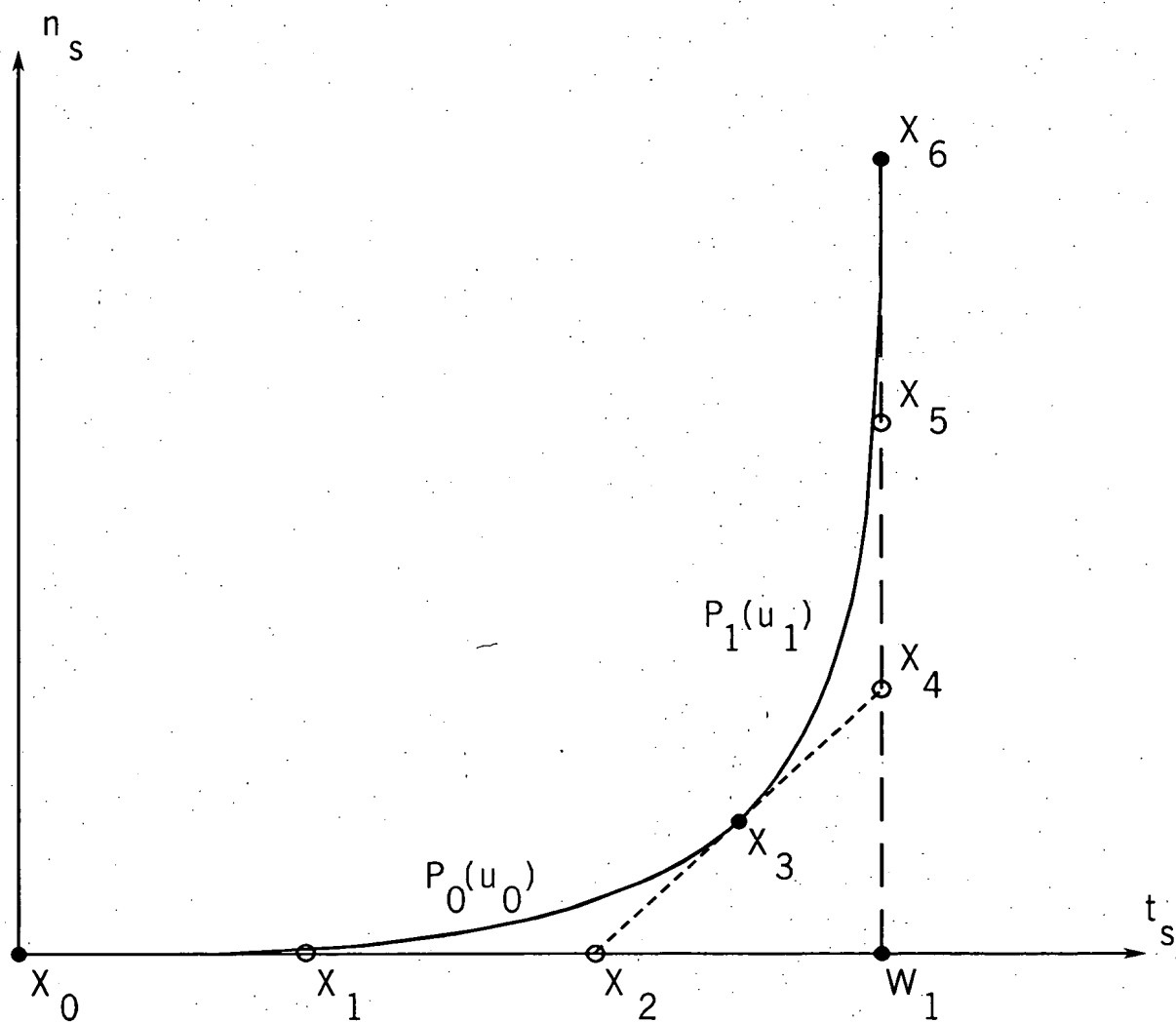


FIG. 30

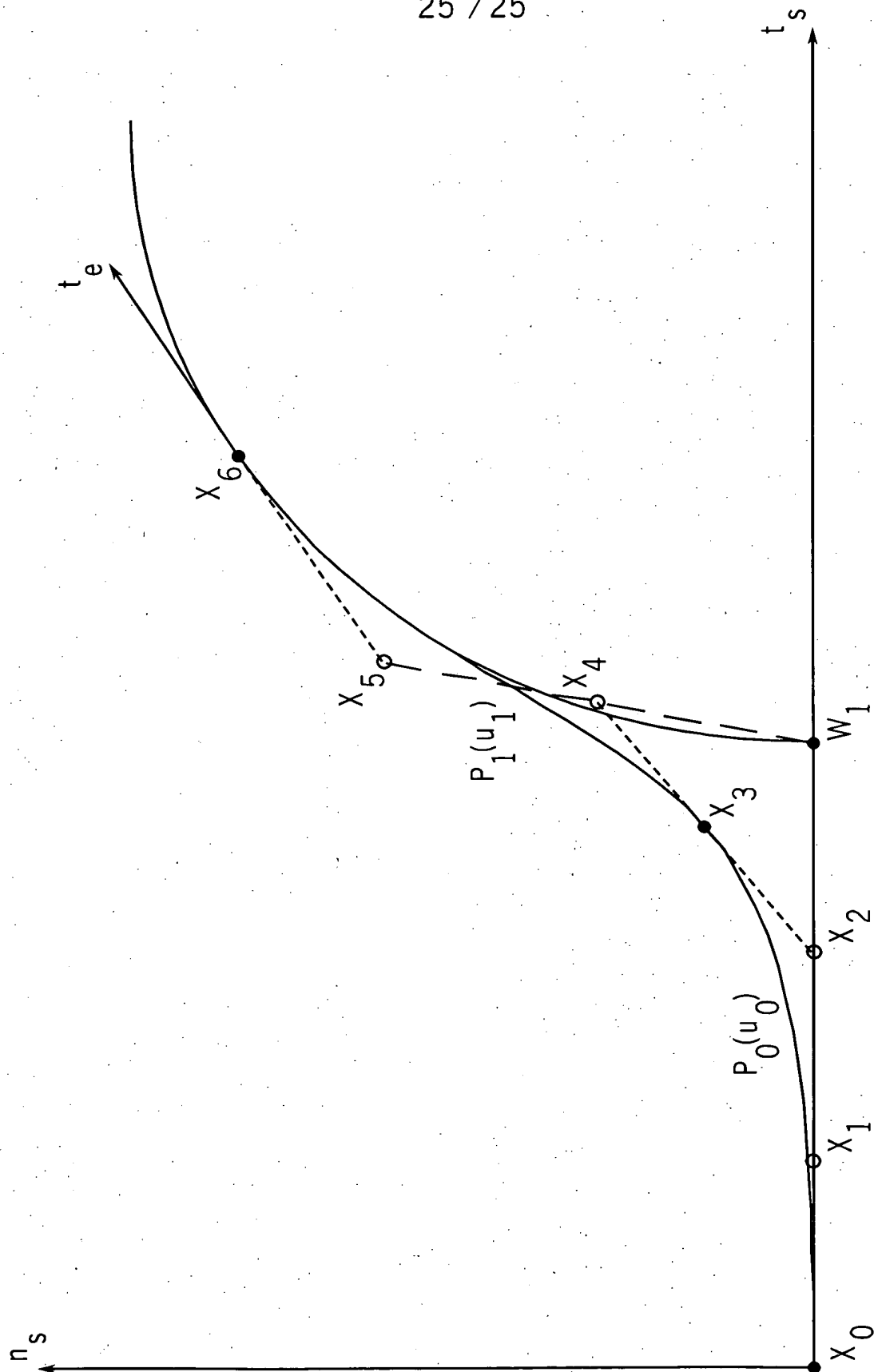


FIG. 31